13. If your score is the highest, it will be transfered automatically from upper left to upper right corner of the screen and will remain there so next player can challenge. To keep the Highest Socre on screen, press "START" button for a new game. Do not press "RESET" or "POWER" switches, this will wipe out the highest score.

VI. TO FREEZE THE GAME

1. This game has a freezing ability so that you may FREEZE the game whenever necessary until you come back to it again. USE RIGHT HAND CONTROLLER FOR FREEZING OR UNFREEZING ACTION.
2. To FREEZE the game, press any FREEZE key (See Fig. 1B) on keyboard and all action will be freezed including the sound. Decrease the volume level of your TV if necessary.
3. For UNFREEZE function, press any UNFREEZE key (See Fig. 1B) on keyboard and action will be resumed immediately. If volume has been descreased while freezing, be sure to increase the volume of TV back to desired level before unfreezing the game.

VII. SCORING

A.	Destroy YELLOW TANKS	50 Points
B.	Destroy BLUE TANKS	100 Points
C.	Complete 1st MAZE	100 Points
D.	Complete 2nd MAZE	200 Points
E.	Complete 3rd MAZE	300 Points
F.	Complete 4th MAZE	400 Points

Printed in Hong Kong

ARCADIA-2001 TM

BY Emerson

VIDEO GAME INSTRUCTIONS

TANKS A LOT TM

CART NO. 20

PART NO. 1007

I. GENERAL

1. Be sure the POWER SWITCH is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller keyboard. (See Figs. 1 & 2)
3. Insert cartridge into console (Game name should face you).
4. Read this "OWNERS MANUAL" Before playing game.
5. Refer to it for all necessary adjustments for best results.

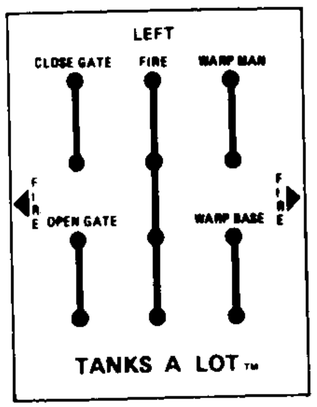

FIG. 1A

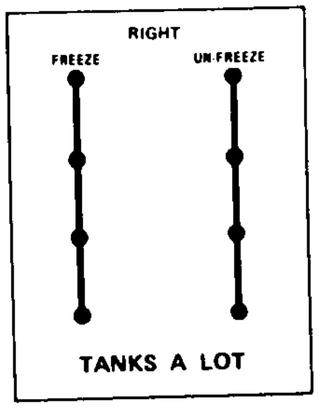

FIG. 1B

OVERLAYS

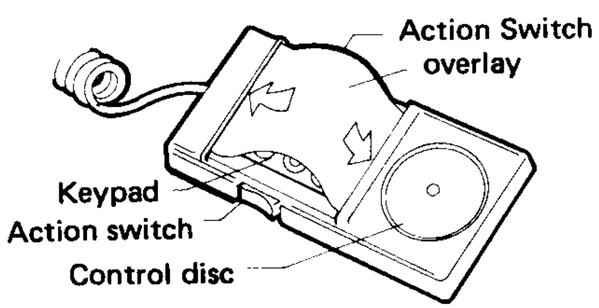

FIG. 2
HOW TO INSTALL OVERLAY

II. OBJECT OF GAME:

1. Destroy enemy tanks with your BAZOOKA MAN before they destroy him or your COMMANDING BASE VEHICLE. You have only 4 BAZOOKA MEN so preserve them with care.
2. There are two types of tanks.
   A. BLUE TANK will track down and attack your COMMANDING BASE VEHICLE after the first few minutes of game play.
   B. YELLOW TANKS will primarily attack the BAZOOKA MAN, watch out for them. They will fire deadly missiles even while standing still.
3. When all your BAZOOKA MEN are destroyed, the game is over.
4. Also if the BLUE TANK or YELLOW TANKS destroy your COMMANDING BASE VEHICLE then the game is over.

III. THE VARIOUS GAMES

1. You have 4 different game plays and 4 different game options.
   A. GAME PLAYS
      Press SELECT button to select the desired game.
      GAME 1. able to warp MAN and close gates (See V. TO PLAY THE GAME)
      GAME 2. able to warp MAN only
      GAME 3. able to close gates only
      GAME 4. no warp MAN and no gates
   B. GAME OPTIONS – Press OPTION button
      OPTION 1. –
      Able to "warp" your COMMANDING BASE VEHICLE to 4 different positions (top-bottom-left-right). (See V. TO PLAY THE GAME)

OPTION 2. –
Able to "warp" COMMANDING BASE VEHICLE to 3 different positions.
OPTION 3. –
Able to "warp" COMMANDING BASE VEHICLE to 2 locations
OPTION 4. –
No warping of COMMANDING BASE VEHICLE.

DESCRIPTION OF THE LEFT HAND BUTTON OPERATION

BUTTONS	GAME 1	OP-1	OP-2	OP-3	OP-4	GAME 2	OP-1	OP-2	OP-3	OP-4
CLOSE GATE		√	√	√	√		x	x	x	x
OPEN GATE		√	√	√	√		x	x	x	x
WARP MAN		√	√	√	√		√	√	√	√
WARP BASE		√	√	√	x		√	√	√	x

BUTTONS	GAME 3	OP-1	OP-2	OP-3	OP-4	GAME 4	OP-1	OP-2	OP-3	OP-4
CLOSE GATE		√	√	√	√		x	x	x	x
OPEN GATE		√	√	√	√		x	x	x	x
WARP MAM		x	x	x	x		x	x	x	x
WARP BASE		√	√	√	x		√	√	√	x

Abbreviated – √ WITH FUNCTION X NO FUNCTION

2. You have different mazes with increasing skill level.
   A. 1 st MAZE –
   2 YELLOW TANKS and 1 BLUE TANK appear. BLUE TANK will reappear 20 seconds after it is destroyed as long as a single YELLOW TANK remains. After destroy all YELLOW TANKS then 2nd MAZE appears and you get 100 points bonus.

B. 2nd MAZE –
4 YELLOW TANKS and 1 BLUE TANK appear. BLUE TANK will reappear 15 seconds after it is destroyed. After you destroy all YELLOW TANKS you get 200 points bonus and 3rd MAZE appears.

C. 3rd MAZE –
6 YELLOW TANKS and 1 BLUE TANK appear. Blue tank will reappear 10 seconds after it is destroyed. After you destroy all YELLOW TANKS you get 300 points bonus and 4th MAZE appears.

D. 4th MAZE –
8 YELLOW TANKS and 1 BLUE TANK appear. BLUE TANK will reappear 5 seconds after it is destroyed. You will get 400 points after all YELLOW TANKS are destroyed and the 5th MAZE appears. From the 5th maze onward, there will be always 8 YELLOW TANKS and 1 BLUE TANK at start but with increasing pressure of attack.

IV. TO START THE GAME

1. Press "POWER" switch to ON position, the red POWER light will be lit.
2. Press "RESET" button, the screen will show the 1st MAZE (see FIG. 3).
3. Press "START" button to start the game.

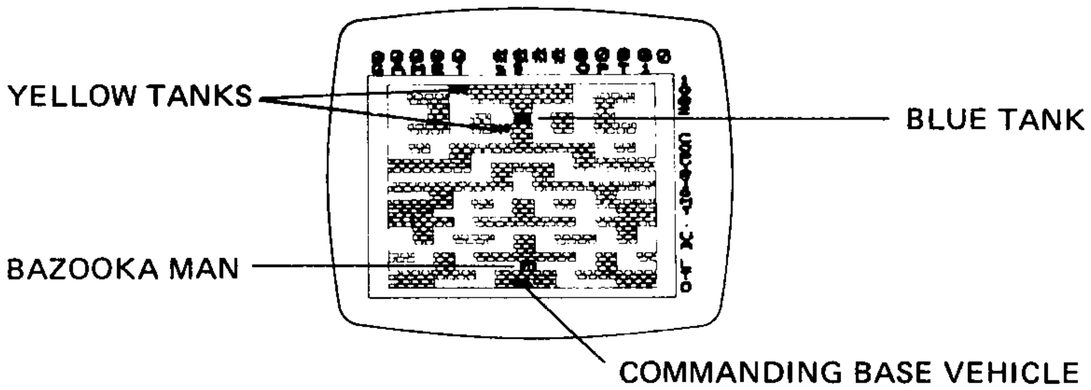

FIG. 3

V. TO PLAY THE GAME

1. This is a single player game. USE THE LEFT HAND CONTROLLER WITH CORRECT OVERLAY (See Fig. 1A).
2. When the game starts, the BLUE TANK will come down to attack the COMMANDING BASE VEHICLE. Use disc/joystick on hand controller to control the direction of your BAZOOKA MAN (see Fig. 4). The firing will be directed in the same direction of the BAZOOKA MAN in motion by pressing any FIRE button or Action button (See Fig. 1A).

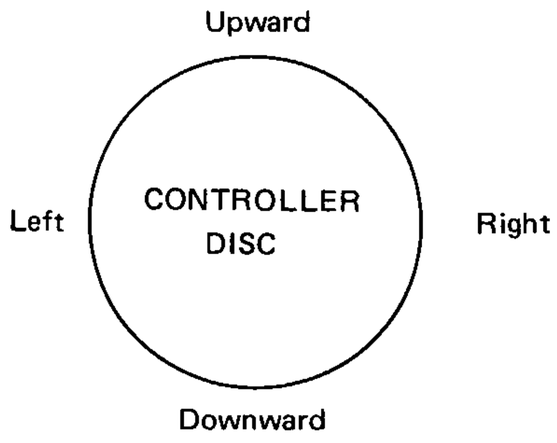

FIG. 4

3. GATES can be closed and opened (See III. THE VARIOUS GAMES) by pressing CLOSE GATE and OPEN GATES correspondingly.
4. COMMANDING BASE VEHICLE can be "WARPED" (See III. THE VARIOUS GAMES) by pressing WARP BASE. The BASE can be warped for 5 times in each game. The number of times of WARP remaining is shown on top edge of screen near OPT.
5. BAZOOKA MAN can be "WARPED" (See III. THE VARIOUS GAMES) by pressing WARP MAN, the MAN can be warped for 5 times in each game, the number of times of WARP remaining is shown on top edge of screen following GAME number.
6. The BLUE TANK will track down the COMMANDING BASE VEHICLE and the yellow tanks will track down the BAZOOKA MAN.
7. Brick walls can be knocked down by 2 shots. GATES cannot be knocked down.
8. Any BAZOOKA MAN being run into by a TANK is terminated.
9. Keep away from the positions that are in line vertically or horizontally with the TANKS since they can aim and fire without warning.
10. The TANKS are faster in firing or running, so avoid close contacts.
11. Bullets from the BAZOOKA MAN will block the firing from a TANK 80% of the time.
12. From 2nd MAZE onward, the firing range of the BAZOOKA MAN will be decreasing and more difficult in destroying the enemy's TANK FORCE.